

M 4.0, 112km W of Petrolia, CA

Origin Time: 2021-12-08 03:04:40 UTC (Tue 19:04:40 local)
Location: 40.3908° N 125.6072° W Depth: 27.3 km

Created: 19 hours, 11 minutes after earthquake

Estimated Fatalities

Green alert for shaking-related fatalities and economic losses. There is a low likelihood of casualties and damage.



Estimated Economic Losses

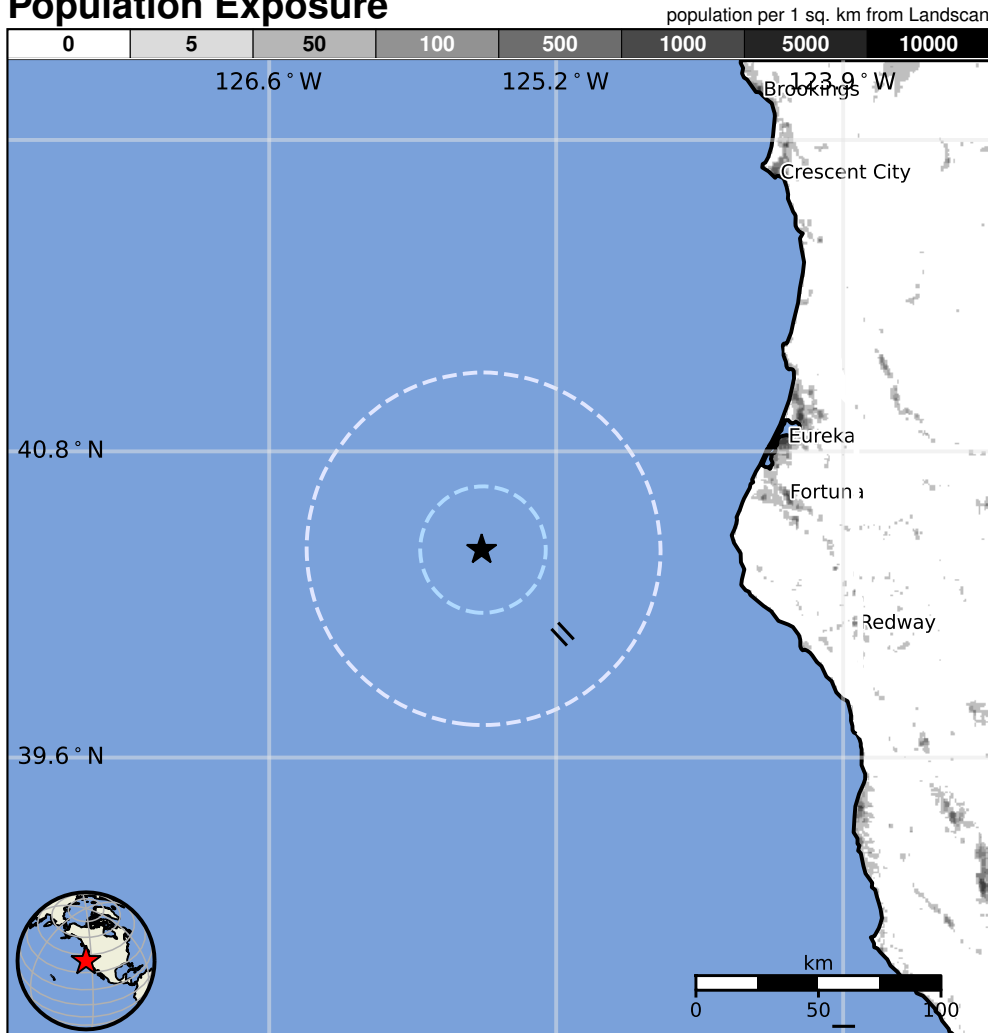


Estimated Population Exposed to Earthquake Shaking

ESTIMATED POPULATION EXPOSURE (k=x1000)		269k*	1k	0	0	0	0	0	0	0
ESTIMATED MODIFIED MERCALLI INTENSITY		I	II-III	IV	V	VI	VII	VIII	IX	X+
PERCEIVED SHAKING		Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme
POTENTIAL DAMAGE	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

*Estimated exposure only includes population within the map area.

Population Exposure



Structures

Overall, the population in this region resides in structures that are resistant to earthquake shaking, though vulnerable structures exist. The predominant vulnerable building types are unreinforced brick masonry and reinforced masonry construction.

Historical Earthquakes

Date (UTC)	Dist. (km)	Mag.	Max MMI(#)	Shaking Deaths
2000-09-03	354	5.0	VI(77k)	0
1980-11-08	136	7.3	IX(16k)	0
1993-09-21	368	6.0	VI(47k)	1

Recent earthquakes in this area have caused secondary hazards such as landslides and liquefaction that might have contributed to losses.

Selected City Exposure

from GeoNames.org

MMI	City	Population
I	Ferndale	1k
I	Eureka	27k
I	Bayview	3k
I	Humboldt Hill	3k
I	Fortuna	12k
I	Pine Hills	3k
I	Arcata	17k
I	Bayside	17k
I	Ukiah	16k
I	McKinleyville	15k
I	Crescent City	8k

PAGER content is automatically generated, and only considers losses due to structural damage. Limitations of input data, shaking estimates, and loss models may add uncertainty.

<https://earthquake.usgs.gov/earthquakes/eventpage/nc73661141#pager>

bold cities appear on map.

(k = x1000)

Event ID: nc73661141